



BORIS THE SPIDER

**A Journal of Duplicitous Doings,
Raw Power, and Naked Greed**
*"Oh, what a tangled web we weave
When first we practice to deceive!"*
--Sir Walter Scott--



VOLUME VI, #11

12 Nov 98

"Boris XI" & "Sgt Preston" Over!

Dave Anderson's England has become mistress of "Boris XI", which is fortunate as "Boris XIII" needs space to grow into. While a bankruptcy appears to have ended our 1856 game abruptly, wiser heads than I may dispute it. SILVERTON or another 18xx will replace it. CM should've finished next month but Sartorius's demise has extended the game. I expect KREMLIN to fill that page. Barring a concession in ADV CIV, those appear to be our only likely openings in the next few months. Fully e-mail games are possible though.

STANDBY ALERT:

ADVANCED CIVILIZATION: Africa has resigned. Crete wants to. Thrace is NMR.

BALKAN WARS VI: Turkey

HISTORY OF THE WORLD: Perhaps a position available, contact the GM, Kevin Wilson

MAGIC REALM: Fern & Xyla

Interested parties should send in orders for each position they are interested in. If the present player again fails to submit orders on time, a random drawing will be held.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "Individualism is cherished because it produces freedom, but the gift is conditional: The more the population exceeds the carrying capacity of the environment, the more freedoms must be given up."
--- Garret Hardin

Note new e-addresses for Paul Zieske, Alan & Jason Bargender, and Dan Gorham (p 19).

Brad Wilson's (Balkan Wars) *Vertigo*, and its alter ego *Meet George Jetson*, is in need of DiP players as his player pool evaporates down to a precious, overworked few. While not terribly punctual, it's hard to beat the sub price of \$5.50 for 10 issues. He has immediate openings in DiP, Gunboat DiP, Balkan Wars VI, Philadelphia DiP, and Fictionary Dictionary.

'Tis time for the annual Zine Register review writing. If you get several 'zines you might want to write up a short review of each and send them along to Mike Lowery (address on p 19) by 17 Dec 98.

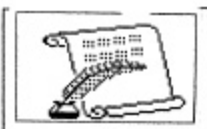
BOOS & KUDOS

This month's Madame Boldue Press Excellence Award (and free issue) goes to Kevin Wilson for his BALKAN WARS VI press.

This month's Ms Nar Super-Sunday Bomb is lobbed at Paul Zieske for his ADV CIV NMR.

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is Noon CST 5 Dec 98



BRITANNIA RULES!! War is Over!

Fall 1911

X1

1997D

ERRATA: The underlined Italian orders were bogus.

MIRKWOOD: Perfidious Albion has triumphed. In his first official proclamation under "the new World Order", King David has proclaimed that "From this day onward, all first-born male mammals shall be named 'David'." It's going to be a long century.

TROOP MOVEMENTS

French A PAR retreats to GAS. Italian F ION retreats to NAP. Turkish A RUM retreats to UKR.

ENGLAND (Anderson): A Lvt S A Pru-War, (F Spaisc) S F Wes-Lyo, F Ber H, F Bal S F Ber, F Eng-Bre, A Bre-Gas, F Wes-Lyo, A Pru-War, F Nth-Eng, A Mun H, A Bur-Mar, A Par S A Bre-Gas, (A Mos-Sev), A Nwy-STP, A Bel-Ruh, F Irt-Mid;

FRANCE (Frueh): (A Gas-Spa) d;

ITALY (K. Wilson): A Mar H, F Nap S F Lyo-Tyn, A Tri-Vie, F Lyo-Tyn, A Bud S A Tri-Vie, A Tri S A Tri-Vie;

RUSSIA (R. Fisher): (A War-Mos) (r-??), A Rum-Bul, (A Arm-Ank), A Ser S A Rum-Bul;

TURKEY (McCabe): F Ion-Tun, F Gre S A Bul, (A Ukr-Sev), (F Bla-Ank), (A Vic-Bud) (r-??), A Bul H, A Smy-Arm.

Orders in brackets fail; amb = ambiguous order, d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; nsu = no such unit; oth = off the board; otm = unit on the move; (u) = unit unordered.

Russian A WAR must retreat oth or to GAL or SIL. Turkish A VIE must retreat oth or to BOH or GAL. If both retreat to GAL, both die.

SUPPLY CENTER CHART

ENG: Edi Lon Nwy Swe Den Lpl Kle STP Hol Por Bel Ber Bre -Mar Mun Spa
+Mos +Par +War

FRA: -Par

ITA: Nap Rom Ven Tri -Tun Bud +Mar +Vie

RUS: -Mos Ser -War Sev +Rum

TUR: Ank Smy Bul Gre Con -Rum -Vie +Tun

(18) Butld 2, WINS

(0) Even, OUT

(7) Butld 1

(3) Tear 1*

(6) Tear 1*

* If unit retreats oth, will be even.

Due next time are the retreats and any postgame statements. Congratulations to Dave on a fine win and thanks to Mark, Ron, and Phil for playing out abandoned positions.

--"Boris XIII" (Continued from pp 4 & 3).

Tsar that preparedness is in the best interest of the Motherland. To that end emesaries have been sent out to the capitals of all Europe and many have met with favorable responses.

In order to get our military up to speed special training has been implemented in the army and navy barrack mess halls. The Navy sailors in St.Pete have been eating a lot of lutifisk and lefsa and kolacies, and the response has been "Ja gut! Ja sure, ju betcha." Army soldiers have been stocking up on chocalets and drinking beer which hasn't gone well as they prefer the vodka. The sailors in Sevastopl have really taken to drinking their coffee black and straight up, that is the spoon sticks straight up as it is so thick.



RUSSIANS ROLL WESTWARD!! TURKEY ON THE ROPES!

XII

1998i

Spring 1984

ERRATA: Russian [A Sev-Arm] failed. Russia has 8 centers.

MINAS MORGUL: While parts of the European situation are clearing, others get murkier yet. Austria and Russia will surely end the Islamic threat to Europe forever this year. France and Austria seem to have agreed that the latter will absorb Italy. However, as Germany begins her dismemberment of a discombobulated England, the Tsar has begun a pincer movement aimed at the heart of Germany while the French, withdrawing from Wormtongue's Italy, have nowhere to go but the insensate Albion and -- surprise! -- Germany. Will Wormtongue help or hinder his Germanic cousin?

TROOP MOVEMENTS

Turkish A CON retreats to SMY. Austria builds A BUD. Italy tears A TRI. Russia builds F STP(nc). Turkey tears A ARM.

AUSTRIA (Frying): A Nap-Apu, A Bul-Con, F Aeg S RUS F Con-Smy, A Tri S A Vie-Tri, F Ion-Nap, A Vie-Tri, A Bud-Vie;

ENGLAND (Shacklett): F Edi S F Nth, [F Nth S F Lon-Eng]nso, [F Lon-Nth];

FRANCE (Boyum): F Lyo-Spa(sc), A Tus-Pie, A Pie-Mar, A Bel S A Bur, A Bur S A Bel, F Wes-Mid;

GERMANY (R. Fisher): A Den H, A Mun S AUS A Vie-Tri, [F Hel-Nth], F Eng-Iri, A Hol H;

ITALY (McCabe): F Tun-Ion, F Tyn S F Tun-Ion, A Ven H;

RUSSIA (Fowblet): [F Bla-Ank], F Con-Smy, A Sev-Arm, A Ukr-War, A Lvn-Pru, [A Swe-Den], F Nwy-Ska, F StP(nc)-Nwy;

TURKEY (Gardner): [A Ank S A Smy-Con], [A Smy-Con]r-???).

Orders in brackets fail; nso = not so ordered; nsp = no such place; oth = off the board.

Turkish A SMY must retreat oth or to SYR.

Due next time are orders for the retreat and Fall 1904 and **Press**. Ms Nar craves Press!

EMBASSY BEAT

France-World: I'm standing firm in my resolve to help Italy from the miscreant Austria. I continue to be busy doing good things for people.

France-Russia = I must again reply in the negative. Your plan sounds good but I'm not going to turn my back on a friend.

France-Italy = What can I do to help?

France-Austria = I'll take over from here. Return to Austria.

France-Germany = The Tsar is steadfast in his treachery. Be very careful with the rascal.

--"Boris XIII" (continued from p 4)

England-World: The awe and celebration of the new century has passed, and the true work begins. Good luck to all!

F - E Here's to avoidance of the Channel.

F-G I never heard from you, hence the move to Bur.

F - I: Got your phone message - sorry I never got around to returning it. agree non-aggression.

Germany - World: Good luck to all.

MOSCOW: Tsar Kan in his message to the people today has alerted us to the tensions that are rising throughout Europe. While we all would prefer that hostilities be avoided it is the belief of the

--continued on p2



BALKAN WARS VI

RIOTS IN TURKEY!

Spring 1911

1998f

pb08

ERRATA: Albanian [A Val-Sko] & Bulgarian [A Ard-Thr] failed.

CLIFFHOME: The Turks are paralyzed. Bulgaria has been rebuffed. The Greeks, however, sail serenely on towards the sunrise.

TROOP MOVEMENTS

Rumanian F DUB retreats to NBS. Serbian A BEL retreats to MON. Bulgaria builds A SOF. Greece builds A ATH, F SAL, & F SPA. Rumania builds A CONA.

ALBANIA (McCabe): F Bos-NAS, A Tir H, [A Val S A Sko-Sal]Inso;

BULGARIA (Anderson): [A Dub-Buc], A Ard-Plo, [F Cone-Aeg], [F Var-Dub], A Sof S A Dub-Buc;

GREECE (R. Fisher): F Cre-Cyc, A Thr-Mac, F Mal-Ion, [F Sal-Aeg], F Spa-Cor, [A Ath-Sal];

RUMANIA (K. Wilson): A Cona S F NBS-Dub, F NBS-Dub, A Buc S F NBS-Dub, A Bel S A Buc;

SERBIA (Gardner): A Mon S A Nis-Tir, A Nis-Tir, A Sko S A Nis-Tir;

TURKEY (B. Wilson): (NMR) F Izm Hlu, A Smy Hlu, F Cyp H lu).

Orders in brackets fail; amb = ambiguous order, d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; nsu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered.

Bulgarian A DUB must retreat either otb or to KOL. Albanian A TIR must retreat otb or to MTJ.

Due next time are your orders for retreats and Fall 1911.

PRESS:

R to B: Now that wasn't very nice. You are going to have to demonstrate your trustworthiness before you'll catch me napping again.

R to S: Nothing personal.



WAR!! German Invasion Repulsed!

Spring 1901

XIII

1998?

KLENDATHU: And so it begins, ...

TROOP MOVEMENTS:

AUSTRIA (Holliday): F Tri-Alb, A Bul-Ser, A Vie-Trt;

ENGLAND (Trent): F Lon-Nth, F Edi-Nrg, A Lpi-Edi;

FRANCE (Gardner): F Bre-Mid, A Par-Bur, A Mar S A Par-Bur;

GERMANY (Boyum): F Kie-Den, A Ber-Kie, [A Mun-Bur];

ITALY (Anderson): A Ven H, A Rom-Apu, F Nap-Ion;

RUSSIA (Ja Kanne): A Mos-Ukr, A War-Gal, F StP(sc)-Bot, F Sev-Bla;

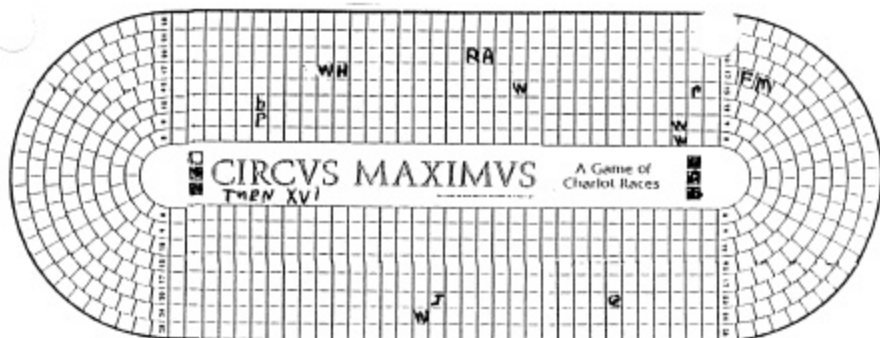
TURKEY (Fryling): A Con-Bul, A Smy-Ank, F Ank-Con.

Orders in brackets failed. Due next time are orders for Fall 1901.

EMBASSY BEAT

Austria to world - sincere apologies for lack of communication... had puter problems... back on track now though and willing to negotiate... "almost" anything

--Continued on p 3



TWO FLIP!

ODDS	COLOR	DRIVER (CDM/DN)	CART	Whip	Wheels	TEAM	END	Speed	D/E
4-1	Red	Raisdre Al-Ghul (+1/8)	L	y	0/0	751-	-4	10	3/2
6-1	Black	Josephis (+2/10)	M	n	0/4	2434	32	15	2/2
6-1	Blue	Sartorius (+2/10)	L	n	0/7	6445	25	21	3/2
12-1	White	Flippus Maximus (+1/8)	M	y	0/0	4443	10	16	2/2
247-1	Yellow	Won Hung Lo (+2/8)	H	y	0/0	2325	5	14	2/1
	Brown		-	-	-	6433	30	16	3/2
	Purple		-	-	-	6435	30	18	3/2
	Green		L		0/0	7436	29	20	3/2

ERRATA: Josephis suffered 3 pts of wheel damage on Turn XI and should've taken wheel checks on Turns XII, XIII, XIV, and XV. They were 12, 7, 3 (increase damage by 1), & 11.

TURN XVI:

RAISDRE AL-GHUL: Permanently lose 1 MP, to 9. Ahead 3, out 1, ahead 5.

WON HUNG LO: 14. Attack Sartorius cart-horse. S fails to brake (6+2 vs 7+2), attack (6+3-9) = 2 inj pts to #4 horse. Ahead 2, attack RAG cart-cart; RAG accepts attack: 12+2-1 = 13 defender's cart damaged for (7+3 = 10) = 4 damage pts; wheel check (10). Ahead 1; attack RAG cart-horse. RAG accepts: 6+3-9 = 2 inj pts to #1 horse. Ahead 8.

SARTORIUS: 21 (less 2 inj) = 19. Wheel check (5 = FLIP; 6: 1 sq ahead). Team automatically evades in, dragging Sartorius into the wreck and death. Ahead 17.

JOSEPHIS: 15, can't whip. Wheel check (2 = FLIP; 7: 1 lane right, 3 sq ahead). Ahead 15. J cuts loose (5-2 < 10) but takes 4/2 = damage pts. Is dragged 5 sq before getting free.

FLIPPUS MAXIMUS: 16, whip (3, -3 END) = 19. Ahead 4, corner strain @ 2 over (9-1 = 8 n/e -2 END), ahead 15.

BROWN Team: 16. Ahead 16.

PURPLE Team: 18. Ahead 15, in 1, ahead 1.

GREEN Chariot: 20. Ahead 20, and out.

Due next time are orders for Turn XVII. These should include the usual: speed, whether to whip or not, whom to attack and how if the opportunity arises, to brake, evade, or take it if attacked, and what lane to finish in if possible. Orders for Won Hung Lo will be randomly chosen from those submitted.

ODDS	COLOR	DRIVER (CDM/DN)	CART	Whip	Wheels	TEAM	END	Speed	D/E
4-1	Red	Raisdre Al-Ghul (+1/8)	L	y	4/0	251-	-4	7	3/2
12-1	White	Flippus Maximus (+1/8)	M	y	0/0	4443	5	16	3/2
247-1	Yellow	Won Hung Lo (+2/8)	H	y	0/0	2325	5	14	2/1
6-1	Black	Josephis (+2/8)				2434	32	15	2/2
	Blue					6443	25	19	3/2
	Brown		-	-	-	6433	30	16	3/2
	Purple		-	-	-	6435	30	18	3/2



ERRATA: London has \$108.

THE CAST (in tie-break order)

LONDON (Farrow): \$108, 4K, 80M, 15C, SV-10
BARCELONA (Frueh): \$45, 2K, 125M, 11C, SV-10
GENOA (Hanna): \$54, 5K, 90M, 7C
VENICE (J Bargender): \$96, 3K, 150M, 9C, Gal-2
PARIS (McCabe): \$87, 1K, 150M, 11C, SV-10

ADV: A,I,N,R,S,V,X
ADV: A,E,F,I-K,N,O,S,R,V
ADV: A,E,I,N,R,V
ADV: F,I,R
ADV: A,E,F,S

No leaders are available.

TURN 6A: PURCHASE PHASE

Venice buys Stabilization (\$6), "Written Record" (N, \$30), "The Heavens" (A, \$30), "Urban Ascendancy" (V, \$20), and "Patronage" (E, \$10, 20 cr, 1 ML). Drop 1 ML.
Genoa buys "Holy Indulgence" (F, \$40 20 cr, 1 ML) but can't buy Stabilization (\$15, so +1 ML).
London buys "Holy Indulgence" (F, \$60 1 ML), "Nationalism" (W, \$20, 40 cr), "Windmill" (J, \$20, 20 cr). No Stabilization so gain 1 ML. Drop 1 ML.
Barcelona buys "Human Body" (B \$40, 20 cr, -1 ML) and Stabilization (\$3). Drop 1 ML.
Paris buys "Proselytism" (G, \$50, 40 cr, +1 ML), "Written Record" (N, \$30), and Stabilization (\$1).

TURN 6B: EXPANSION PHASE

(1) Venice (8t) plays 2t (=c) Kie & Sar; 4t @ Pot (G,B:W =2,3:1 =c).
(2) Genoa (11t) plays 7t @ Dij (3,3:6 =c), buys card (-3t), and eats 1t.
(3) London (13t, Nationalism) plays 4t (=c) @ Alex, buys a card for 6t, plays 1t @ Arm (5,3:3), then 1t @ Por (4,2:4 =c), and 1t @ Wal.
(4) Barcelona (14t) plays 2t (=c) @ BAR, Lis & Tol, 1t (=c) @ Basq & Val, 5t @ Ice (2,6:3 =c), 1t @ Pal.
(5) Paris (27t, Gunpowder, Proselytism) plays 9t @ BAR (3,2:2 =c), 3t @ Basq (6,4:4 =c), 4t @ Val (2,1:6 no), 5t @ Lis (3,2:3 no), 5t @ Sev (6,2:1 =c), eat 1t.

B (4c) wins the expansion bonus card. Incomes are: G \$55, V \$75, B & P \$80, L \$95. There is a surplus (4, 12) of gold (V -\$2) and Ivory (B -\$2). There is a shortage (1, 11) of spice so L receives a card. All receive a card. G & L buy cards (-\$10). Epoch III begins with L's card buy.

DUE NEXT: Turn 6.7 (Purchase Tokens including any Shortage/Surplus cancellation), and Turn 7.3 (Card Play).

STATUS

VENICE (J Bargender): \$73, 5K, 150M, 12C, Gal-2
GENOA (Hanna): \$59, 7K, 125M, 8C
LONDON (Farrow): \$95, 8K, 90M, 16C, SV-10
BARCELONA (Frueh): \$80, 4K, 125M, 13C, SV-10
PARIS (McCabe): \$86, 2K, 150M, 13C, SV-10

ADV: A,E,F,I,N,R,V
ADV: A,E,F,I,N,R,V
ADV: A,F,I,J,N,R,S,V,W,X
ADV: A,B,E,F,I-K,N,O,S,R,V
ADV: A,E,F,G,N,S

MAP:

B: C @ Alg, Ang, Cre, Fez, Gra, Ice, Lis, Sic, Tol, Tun, Val, Waf, Wat; 1T @ Ath, Barca, Lib, Ora, Pal.
G: C @ Dij, Flo, GEN, Lyo, Mar, Mil, Nap, Rom; 1T @ Bari.
L: C @ Acr, Alep, Alex, Ber, Cal, Che, Con, Cyp, Edi, Erz, LON, Por, Smy, Sue, Tre, Yor; 1T @ Arm, Corn, Jer, Lev, Wal.
P: C @ BAR, Basl, Basq, Bor, Bru, Col, Mon, Nur, PAR, Sev, StM, Str, Tri; 1T @ StG, Tou.
V: C @ Bel, Bud, Dub, Kie, Pot, Pra, Salo, Sar, Tan, Var, VEN, Vie; 1T @ Bre, Corf, Dur, Ess, Gal, Kaf, Salz.

Your cards (Karten) are:

Player Holdings (in Capitol Choice order):

VENICE (Bargender) \$92, 2K, 80M, 11C, 6t, Gal-4
 BARCELONA (Hanna) \$146, 3K, 80M, 14C, 8t, SV-10
 PARIS (McCabe) \$100, 1K, 90M, 12C, 4t, OC-1
 HAMBURG (Copeland) \$100, 3K, 125M, 11C, 32t, OC-1
 LONDON (Bolduc) \$108, 2K, 90M, 11C, 18t, OC-1
 GENOA <Out of Game>

ADV: A,B,E,I,J,N,R,V,W,X
 ADV: A,I,R,S,V
 ADV: A,I,J,N,R,S,T
 ADV: A,E,F,I,N,R,S,T,V,X
 ADV: A,E,I,N,R,S,T

Purchase Phase (6.4):

PAR - Buy "K" - Improved Agriculture for \$30 (reduce misery to 80), buy "E" - Patronage for \$30 (increase misery to 90), buy "O" - Printed Word for \$20 + 40 cr (from N and Caxton), pay \$1 for stabilization.

VEN - Buy "O" - Printed Word for \$10 + 50 cr (from N, Caxton & X), buy "F" - Holy Indulgence for \$40 + 20 cr (from E) (increase misery to 90), pay \$3 for stabilization, misery relief one level from "O" to 80M.

BAR - Buy "T" - Ocean Navigation for \$50 + 70 cr (from R, S & Columbus), buy "U" - New World for \$90 + 70 cr (from R, S & Columbus) and pay \$6 for stabilization.

LON - Upgrade ship to OC-2 for \$10, buy "V" - Urban Ascendancy for \$20, buy "F" - Holy Indulgence for \$40 + 20 cr (from E) (increase misery to 100), buy "O" - Printed Word for \$20 + 40 cr (from N and Caxton), pay \$3 for stabilization and conduct misery relief one level from "O" to 80M.

HAM - Buy "O" - Printed Word for \$10 + 50 cr (from N, Caxton & X), buy "H" - Cathedral for \$80 + 40 cr (from E & F) (increase misery to 150), pay \$6 for stabilization and conduct misery relief one level from "H" to 125M.

Expansion Phase (6.5):

Conduct Holy Indulgence tax - BAR and PAR must pay 6 tokens each, (HAM, LON & VEN collect 4 tokens each) ... PAR doesn't have sufficient expansion tokens - thus deduct \$2 from PAR's treasury...HAM hasn't any available tokens in stock - thus collects \$4 from bank.

(Reminder - HAM played "Long Bow" and has Cathedral)

PAR - 0 tokens available - passes (expansion phase follows purchase phase)

VEN - 10 tokens - place token in Breslau, attack Prague with 6 tokens (G=1, B=2, W=3) attack fails, purchase card for 3 tokens.

BAR - 2 tokens - place 2 tokens in North America

LON - 22 tokens - attack Alexandria with 6 tokens (G=6, B=6, W=5) gain C, attack Aleppo with 5 tokens (G=6, B=6, W=2) gain C, attack India with 8 tokens (G=2, B=6, W=2) gain C, place token in Jerusalem, Levant and Libya

HAM - 32 tokens - attack Salonika with 6 tokens - use "H" - gain C, attack Erzerum with 5 tokens - use "H" - gain C, attack Valencia with 4 tokens - use "H" - gain C, attack Aleppo with 7 tokens (G=3, B=5, W=1) gain C, attack Acre with 5 tokens - use "H" - gain C, attack Sicily with 3 tokens - use "H" - gain C, add 2 tokens to Suez - gain C.

HAM earns expansion bonus card. Income distribution => VEN +\$75, BAR +\$93, PAR +\$81, HAM +\$123 and LON +\$87. "U" - New World reduce BAR's misery to 70

Surplus/Shortage Determination: G=1, B=5, W=6 => Shortage of Spice and G=2, B=4, W=2 => Shortage of Cloth ... LON and VEN obtains a card for Spice and Cloth shortages.

Card Distribution and Purchase Phase:

---continued on p 11



WINE IS FINE

SR 3 Redo!
ORs 3.1 & 3.2



Individual Income and status thru end Operating Round #2

	Cash	Certificates
D. Farrow	69	SV, M&H 2 B&O; NYNH
P. Zieske*	144	4NYNH&H(prez)
J. Butitta	242	3 B&O(prez)
J. Ringhoffer	72	4C&O(prez)
R. Fisher	75	2B&O; 2NYNH&H.
C. Hanna	98	C&A; 1 PRR; 2 B&O

* PRIORITY

CORPORATION STATUS AT END OF OPERATING ROUND

Company	Prez	Value	PAR	Pool	IO	CASH	TRAINS	TOKENS	AVAIL	
B&O	JB	A100	100	0	1	240	3222	I15,J14	1	D&H
NYNH&H	PZ	B90	90	0	3	460	222	G19N, F22	0	C&StL
C&O	JR	nf	82	0	6					
PRR		nf	n.s.	0	9					

STOCK ROUND #3

Zieske Purchase NYNH&H from i.o. [144-90=54]
Butitta Purchase B & O from L.o. [242-100= 142]
Ringhoffer & Fisher P A S S. Hanna Buy NYNH&H from to [98-90=8]
Farrow Sell 2 B&O at 100 drops to C82a; Sell NYNH&H at 90 drops to C82b
Buy PRR(pz) at 67; Cash 69+200+90 -134 = 225
Zieske P A S S. Butitta Purchase NYNH&H (pool) [142-82] = 60
Ringhoffer; Fisher; Hanna PASS. Farrow Buy PRR at 67 225-67 = 158
Z.B.R.F.H; P A S S. FARROW BUY PRR AT 67 158 - 67 = 91
Z.B.R.F.H; P A S S. FARROW BUY PRR AT 67 91 - 67 = 24 PRR FLOATS
Fisher Buys PRR 75-67 =8. All Pass. Hanna has priority

OPERATING ROUND 3.1

B&O (Butitta, prez) places #14se in J14. Makes four runs: I15->I19 (50); I15->J14 (70); J14->K13(60); J14, K15(50) = Total Run of 230 and pays dividends. Value from C82a to C90a. Treasury 240 + 15 +46 = 301. No Train Purchase

NYNH&H (Zieske prez) places tile #54sw in G19. Makes three runs: G19->F20(70); F20->F22(30); F22->F24(30) = Total Run of 130 and pays dividends. Value from C82b to C90b. Buys #3 Train -180 NYNH&H Treasury 460 + 10 - 180 = 290.

PRR (Farrow, prez) places #8se in H14 no train no run drops back to F65. Purchases one #3 train -180. Treasury = 670 -180 = 490.

OPERATING ROUND #3.2

B&O(C90a) (Butitta, prez) places #53sw in I15. Makes four runs: I15->I19 (60); I15->K13(110); J14->K15(50); I15-H12(60) = Total Run of 280 and pays dividends. Value from C90a C100a. Treasury 301 + 15 +56 = 372. No Train Purchase

NYNH&H (Zieske prez) places tile #7ne in F18. Makes four runs: G19->F20s(70); F20->F22(30); F22->E23(60); G19-F20n(70) = Total Run of 230 and pays dividends. Value from C90b to C100b. No Train Purchase. NYNH&H Treasury 290 + 10 = 300

PRR (Farrow, prez) places #57e in H10. Runs H10-I15(80) pays dividends. PRR purchases SV & M&H private companies for 40 and 220 respectively from Farrow. Treasury = 490-40 -220 = 230..

Individual Income and status thru end Operating Round #3.2

	Start	prv.	B&O	NYNH&H	PRR	Other	Balance	
D. Farrow	44	20			40	260	364	5PRR(prez)
P. Zieske	119			115			234	5NYNH&H(prez)
J. Butitta	165		112	23			300	4B&O(prez), NYNH&H
J. Ringhoffer	72						72	4C&O(prez)
R. Fisher	80		56	46	8		190	2B&O; 2NYNH&H, PRR
C. Hanna*	92	25	56	23	8		204	C&A; 1 PRR; 2 B&O; NYNH&H

* PRIORITY

CORPORATION STATUS AT END OF OPERATING ROUND

Company	Prez	Value	PAR	Pool	IO	CASH	TRAINS	TOKENS	AVAIL
B&O	JB	C100a	100	2	1	372	3222	115, J14	1 D&H
NYNH&H	PZ	C100b	90	0	1	300	3222	G19N, F22	0 C&StL
PRR	DF	F67	67	0	3	230	3	H12	3 SV M&H
C&O	JR	nf	82	0	6				

TRAINS Available - 33 4444 555 666 DDDDDD USING OPTIONAL 6

TILES AVAILABLE (Special Note Tiles #8 & #9 are unlimited)

Yellow: #11(0) #7(3) #57(2) all others available

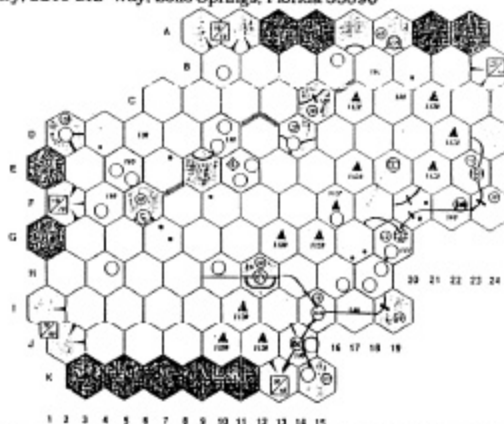
Green #14(2), #53(1); #54(0) all others available

Request SR #4 and OR #4.1: Note if all players would respond asap with orders I would adjudicate SR immediately and send out results to all and give presidents a chance to adjust orders

Winter Schedule: On Dec 3, we leave for several months in Florida. Dec 2 will be last date to access e-mail from this location. I am not sure how I will access from Florida. I will be using the amateur radio e-mail gate way and will advise players with e-mail address the new gateway address and procedures.

Florida address for mail Starting December 1

Don Chinnery, 2219 SKP Way, Zolfo Springs, Florida 33890



---continued on p 9

---ADVANCED CIVILIZATION (continued from pp 12-13, & 11 PRESS

Practically Unknown selected for Leadership of Assyria!
The above headline tells all the story! The very words are the same stumble that people do when trying to explain how he got where he is. The new leader has been around for quite awhile; but little is known of what he has done, or what he will do. One thing he has indicated so far, he is always



ERRATA: Chinnery has 1 GW.

PLAYER STATUS

Hanna \$5, 5 GW(Pr)
 Wordelmann \$0, W&S, 4 CA(Pr)
 Farrow \$27, CC, 3 CV(Pr)
 Frueh \$10, SCFT, 3 GT(Pr) <Priority>
 Chinnery \$2, 3 WR(Pr), 1 GT, 1 GW
 Butitta \$10, 3 LPS(Pr)

CORPORATION STATUS

Corp	Prez	Value	IO	Pool	Par	Cash	Escrow	Trains	Loans	Tokens	Other
GT	MF	C90	4	2	\$100	\$300	\$100	22	0	P9,(2)	
CV	DF	B90	7	0	\$90	\$270		----	-	(3)	
LPS	JB	D80	4	3	\$100	\$145	\$100	2222	2	C14,(1)	Port
CA	WW	C80	6	0	\$80	\$320		----	-	(3)	
WR	DC	F70	5	2	\$75	\$166		3	2	O16,(2)	NPSB
GW	CH	E65	3	1	\$65	\$300	\$130	3	3	F15,(3)	Flos

OR 3.1

Privates pay Farrow \$, Frueh \$20, WR \$, and GW \$.

GT: Take \$100 loan. Lay #58 in N9(nw). Play token in N11 (-\$40). Run N11-N9 (\$70) & N11-P9 (\$80). Pay \$10 interest. Pay dividends (MF +\$45, GT +\$30, JB +\$15); price moves to C100. Buy 3-train (\$300+100-40-10+30-225) = \$155.

CV: Place initial token in N11W. Lay #9 in M12(ne). No train, so no run. Price slips to B80. Buy a 3-train (\$270-225 = \$35).

LPS: Take \$100 loan. Run C14-B13 (\$70) & C14-b15-B13 (\$70). Pay \$30 interest. Pay dividends (JB +\$42, LPS +\$42); price moves to D90.

CA: Place initial token in D17. Lay #6 in D17(ne). Take \$100 loan. No trains, no dividends. Pay \$10 interest. Buy 3-train (\$320+100-10-225 = \$185).

WR: Lay #59 in N17(n). Run N17-O16-P17 (\$110). Pay \$20 interest. Pay dividends (DC + \$33, WR +\$33).

GW: Take \$100 loan. Lay #8 in E16(sw). Run F15-F17-D17 (\$100). Pay \$40 interest. Pay dividends (CH +\$50, DC +\$10, GW +\$10); price rises to E70. Buy 4-train (\$300+100-40+10-350 = \$20). **PHASE CHANGE!** All 2-trains scrapped.

OR 3.2

Collect \$20 for private company

GT: Take \$100 loan. Lay #14 in P9(ne). Run Q10-P9-N17 (\$1_0). Pay \$20 interest. Pay dividends! (MF +\$_, GT +\$_, DC +\$_); price soars to C110. Buy St. Clair Frontier Tunnel Company from Frueh for \$200 (\$155+100-20+22-200 = \$57).

LPS: No tile play. No train, so no run. Pay \$30 interest. The Game would appear to be over in that LPS & JB have but \$227 between them and need \$350 for a 4-train. LPS cannot take another loan

(3 loans out, three shares in players' hands), nor can JB sell a LPS because of the resulting redemption call, nor can he buy a train from another player.

Due next time are rebuttals or end-of-game statements.

FINAL STATUS

Player	CH	WW	DF	MF	DC	JButitta	\$10.3 LPS(Pr)
Cash	83	20	47	325	67	0	
Priv RR	0	40	50				
Stock	350	280	240	330	420	0	
Total	\$433	\$340	\$337	\$655	\$487	\$0	

Mark Fruch is the winner

--"What Inquisition?" (Continued from p 7)

Everyone gets a card - no one ordered a purchase a card using "V" - Urban Ascendancy. Reshuffle recycle cards and start Epoch 3 - deal out 4 cards from the 3rd Epoch deck.

Mapboard: (C = City or Domination Marker, t = Token)

VEN: C @ Basel, Belgrade, Budapest, Dubrovnik, Florence, Milan, Nuremberg, Rome, Venice,

Vienna; 1t @ Athens, Bari, Breslau, Cagliari, Corfu, Durazzo, Esseg, St. Gals & Salzburg

BAR: C @ Algiers, Angora, Barcelona, Basque, Constantinopl, Crete, Fez, Lisbon, Seville, Toledo, Tripoli, Tunis & West Africa; 1t @ Leon, Oran, Palma & Toulouse, 2t @ North America

PAR: C @ Bordeaux, Bruges, Dijon, Montpellier, Paris, Pott, St Malo, Sarai, Strassburg, Tana & Treblzond;

HAM: C @ Acre, Aleppo, Cologne, Danzig, East Indies, Erzerum, Granada, Hamburg, Kiev, Lubeck, Novgorod, Prague, Riga, Salonika, Sicily, Stockholm, Suez & Valencia; 1t @ Copenhagen, Stettin & Smolensk

LON: C @ Alexandria, Bergen, Chester, China, Edinburg, Iceland, India, London, Portsmouth, Varna, Waterford & York; 1t @ Cornwall, Gallipoli, Jerusalem, Kaffa, Konigsberg, Levant, Libya, Shetlands & Wales

GEN: C @ Genoa, Lyons, Marseilles, Naples & Smyrna; 1t @ Cairo & Cyprus

Player Holdings (In Capitol Choice order):

VENICE (Bargender) \$114, 5K, 80M, 10C Gal-4

ADV: A,B,E,F,I,J,N,O,R,V,W,X

BARCELONA (Hanna) \$93, 4K, 70M, 13C OC-1

ADV: A,I,R,S,T,U,V

PARIS (McCabe) \$98, 2K, 90M, 11C OC-1

ADV: A,E,I,J,K,N,O,R,S,T

HAMBURG (Copeland) \$131, 5K, 125M, 18C OC-1

ADV: A,E,F,H,I,N,O,R,S,T,V,X

LONDON (Bouldue) \$102, 4K, 90M, 12C OC-2

ADV: A,E,F,I,N,O,R,S,T,V

GENOA <Out of Game>

LEGEND: B = BAR, C = colored circle, c = white circle, G = GEN, Gal = galley, K = cards, L = LON, M = misery level, OC = ocean going, P = PAR, SV = seaworthy vessel, T = colored token, t = white token, V = VEN.

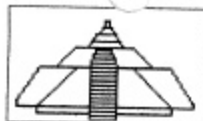
Orders due next are for Token Allocation and Card Play phases. Conditional orders and/or general intentions are highly encouraged.

---ADVANCED CIVILIZATION (continued from p 13)

ILLYRIA (Jo Kannek) 1C @ Neapolis; 1S @ Britannia; 4T @ Germany; 3T @ Aquitania, Pannonia; 2T @ I. Germany, Rome, Rubicon, Samnium; 1T @ Belgica, Britannia, Campania, Gaul, Ithaca, Londinium, Rhaetia, U Germany. DRAMA & POETRY, POTTERY, CLOTHMAKING.

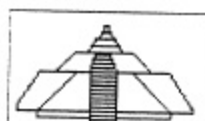
PIRATES (Nar): C @ Carthage, Phaestos, Salamis; 3T @ Thebes, 1T @ Buhen.

THRACE (Zieske): C @ Byzantium, Moesia, Thera, Thessalonica, Troy, Tyras; 5T @ Danubia; 3T @ Dacia, Scythia; 2T @ Crimea, Ionia, Thrace; 1T @ Lemnos, Lesbos, Sudeten. DRAMA & POETRY, METALWORKING, MYSTICISM, POTTERY, CLOTHMAKING, MUSIC, LITERACY, ASTRONOMY.



ADVANCED CIVILIZATION

New Assyria!!
Africa Resigns!
Turns 17.11-18.9a



TURN XVII

17.11: CIV CARD PURCHASE: Babylon buys Law (170) for one Gems (w MINING 32), two Resin (28), two Wine (20), two Grain (16), one Ivory (9), one Dye (8), one Bronze (6), one Ochre (1), and 50 credit. Egypt buys POTTERY (45) for two Salt (12), 30 credit & 2t. Iberia buys METALWORKING (80) for three Oil (36), two Hides (4), 20 credits, & 20t. Thrace discards Ochre and Cloth. Africa resigns, GM buys METALWORKING (80) for two Silver (24), two Bronze (24), one Iron, 30 credits, and 2t to prevent tax revolt. Assyria buys COINAGE (110) for four Salt (64), one Spice (7), one Timber (3), two Ochre (4), 20 cr, & 12t.

17.12: ADJUST AST: Babylon advances to 650 BC. Iberia advances to 800 BC. Illyria regresses to 2000 BC. Rest remain.

TURN XVIII

18.1: TAXATION: Assyria collects 1t. Crete & Egypt collect 4t. Iberia collects 8t. Africa collects 10t. Thrace collects 12t. Babylon collects 24t.

18.2: EXPANSION: Crete, Egypt, and Iberia fully populate. Assyria grows 2T @ Ionia, Galatia, Cyprus, Cilicia, & Nineveh and 1T @ Lycia. Babylon grows 2T @ Syria and 1T @ Ur and Phoenicia. Illyria grows 2T @ L Germany, Rome, Samnium, Rubicon, Pannonia & Belgica and 1T @ Neapolis, Germany, U Germany, Rhaetia, & Gaul. Thrace NMR; GM grows 1T @ Ionia, Crimea, Peonia, & Dacia. Africa NMR; GM grows 1T in Palermo.

18.3 CENSUS

ASSYRIA:	1000 BC, 44T, 1C, 3t, 605 CP
ILLYRIA:	1600 BC, 42T, 0C, 5t, 0R, 105 CP
IBERIA:	1000 BC, 34T, 4C, 8t, 5R, 140 CP
AFRICA:	800 BC, 31T, 5C, 16t, 0R, 600 CP
CRETE:	800 BC, 30T, 3C, 13t, 4R, 220 CP
EGYPT:	1000 BC, 28T, 2C, 9t, 10R, 505 CP
THRACE:	800 BC, 22T, 6C, 25t, 0R, 530 CP
BABYLON:	650 BC, 27T, 8C, 24t, 0R, 1325 CP

18.4: BOAT BUILDING: Assyria builds boat in Cyprus (-2t). Illyria builds boat @ L Germany (-2t). Iberia build ships in Narbo, Pyrenees, Etruria (-6t); lets ship Massilia rot. Africa maintains both ships & builds at N Africa (-4t). Crete builds boat at Athens (-2t).

18.5 MOVEMENT:

ASSYRIA: 1S Cyprus-Galatia-Antioch-Cilicia, 2T Cyprus-(s)-Antioch, 4T Cilicia-Antioch, 1T Armenia-Nineveh, 1T Mikop-Cappadocia, 2T Galatia-Ionia, 1T Cappadocia-Van, 4T Ionia-Miletus, 2T Van-Cilicia, 2T Lycia-Miletus.

ILLYRIA: 1S L Germany-Belgica-Londinium-Britannia, 1T L Germany-(s)-Londinium, 1T L Germany-Britannia, 1T Samnium-Tarentum, 2 Neopolis-Campania, 3T Samnium-Neopolis, 3T Rome-Neopolis, 1T Rubicon-Rome, 1T Pannonia-Rubicon, 4T Belgica-Aquitania, 2T Gaul-Aquitania, 1T Rhaetia-Gaul, 1T U Germany-L Germany.

IBERIA: 1S Narbo-Pyrenees-Iberus-Balaeres-Ebusus, 1S Pyrenees-Iberus-N Carthage-Balaeres-Ebusus, 4T @ Narbo-(s)-Ebusus, 3T @ Pyrenees-(s)-Ebusus, 1T Pyrenees-Balaeres, 3T @ Iberus-(s)-Balaeres, 5T @ Aquitania-Narbo, 2T @ Hispania-New Carthage, 1T @ Baetica-Hispania, 1T @ Tarraconensis-Iberus, 1T @ Tarraconensis-Pyrenees, 1T @ Lusitania-Tarraconensis, 2T @ Lugdunensis-Aquitania, 1S Etruria-Corsica-Sardinia-Carallis, 1T @ Etruria-(s)-Corsica, 1T @ Etruria-(s)-Carallis.

AFRICA: GM moves 1S N Africa-Cirta-Numidia-Carthage-Palermo. 2T N Africa-(s)-Palermo, 1T E Mauritania-N Africa.

CRETE: 1S Athens-Chalcis, 1T Knossus-Phaestos, 2T Eritrea-Chalcis, 2T Athens-(s)-Chalcis, 1T Argos-Athens, 1T Delphi-Athens, 1T Delphi-Thessaly, 1T Thessaly- Macedonia, 1T Epirus-Apollonia, 2T Dalmatia-Pannonia, 2T Illyricum-Paeonia, 1T Cisalpinia-Etruria, 1T Rhine-Germany.

EGYPT: 3T W Desert-Memphis, 2T Alexandria-Memphis, 1T Ptolemais-Buhen, 1T E Desert-Memphis.

THRACE: 1T Dacia-Sudetia.

BABYLON: 3T Syria-Damascus.

18.6: CONFLICTS: 3 Ib vs 2 Af @ Balaeres (-2 each), 7 Ib vs PC @ Ebuses (-C, 6 Ib), 6 Il vs 2 Ib @ Aquitania (-3 Il, 2 Ib), 5 Il vs 1 Cr @ Germany (-1 Il), 1 Th vs 1 Il @ Sudeten (-1 Il), 2 Ib vs 1 Cr @ Cisalpinia (-1 Cr), 4 Il vs 2 Cr @ Pannonia (-1 each), 2 Af vs 1 Il @ Tarentum (-1 Il), 2 Af vs 2 Il @ Campania (-1 each), 1 Cr vs PC @ Phaestos (-1 Cr), 2 Cr vs 2 Th @ Paeonia (-2 each), 1 Cr vs 1 Il @ Apollonia (-1 Il), 2 Th vs 2 As @ Ionia (-1 As), 3 Eg vs 2 BH @ Buhen (-1 each).

18.7: BUILD CITIES: Babylon builds Damascus using 3t. Iberia builds Narbo & New Carthage. Assyria builds Antioch, Miletus, & Nineveh, Egypt builds Memphis. Illyria builds Neopolis. Africa builds Palermo. Crete builds Chalcis.

18.8: STARVATION: Egypt starves 2T each at Gaza & Sinal & 1T @ E Desert.

18.9a: TRADE (Buy Gold): Babylon buys gold (-18t). Illyria (1C) draws 1 card. Crete & Egypt (3C) draw three cards. Assyria (4C) draws 4 cards; Stack II is exhausted. Africa and Iberia (6C) draw 5 cards; Stack I is exhausted. Thrace (6C) draws 4 cards. Babylon (9C) draws 7 cards. Your cards are:

Due next time are: Turn 18 Trading and Disaster Resolution.

THE BOARD

AFRICA (????): C @ Ciria, Corduba, Cyrene, Palermo, Thapsus, Tripoli; 1S @ Cyrenaica, Campania, Palermo; 2T @ Cyrenaica, Jalo, Libya, Numidia, Subrata, Tarentum, Tripolitania, Tunisia, W Mauritania; 1T @ Campania, E Mauritania, Milazzo, New Africa. POTTERY, MYSTICISM, ENLIGHTENMENT, CLOTHMAKING, AGRICULTURE, MUSIC, DRAMA & POETRY, ASTRONOMY, METALWORKING.

ASSYRIA (Scott): C @ Antioch, Media, Miletus, Nineveh. 1S @ Cilicia. 2T @ Armenia, Bithynia, Cilicia, Cyprus, Galatia, Kanesh, Sinope, Van; 1T @ Assyria, Cappadocia, Caucasus, Ionia, Kuban, L Armenia, Mikop, Nalchik, Phrygia. MYSTICISM, ASTRONOMY, CLOTHMAKING, DRAMA & POETRY, ENLIGHTENMENT, LITERACY, COINAGE.

BABYLON (Anderson): C @ Aleppo, Arabia, Babylon, Carrahae, Damascus, Jericho, Mari, Parthia, Susa; 4T @ Babylonia; 3T @ Phoenicia, Sumeria, Tyre; 2T @ Mesopotamia, Syria, Ur; 1T @ Sidon. COINAGE, MYSTICISM, POTTERY, ENGINEERING, DRAMA & POETRY, MINING, ARCHITECTURE, MUSIC, ENLIGHTENMENT, MEDICINE, LITERACY, LAW.

CRETE (Boyum): C @ Chalcis, Corinth, Rhodes; 1S @ Chalcis, 3T @ Knossus, 2T @ Alicina, Dalmatia, Delphi, Illyricum, Thessaly; 1T @ Apollonia, Argos, Cisalpinia, Epirus, Germany, Macedonia, Pannonia, Rhine. METALWORKING, MYSTICISM, POTTERY, CLOTHMAKING.

EGYPT (Ringhoffer): C @ Memphis, Sardes, Sparta; 3T @ Ptolemais; 2T @ Alexandria, Buhen, E Desert, Gaza, Sinal, U Egypt; 1T @ W Desert. MYSTICISM, METALWORKING, ASTRONOMY, AGRICULTURE, ENGINEERING, POTTERY.

IBERIA (Farrow): C @ Ankara, Gordium, Massilia, Narbo, New Carthage, Sardinia; 2S @ Ebuses; 1S @ Caralis; 2T @ Etruria; 1T @ Baetica, Balaeres, Caralis, Corsica, Ebuses, Hispania, Iberus, Lusitania, Pyrenees, Terraconensis. CLOTHMAKING, POTTERY, MYSTICISM, MUSIC, METALWORKING.

---continued on p 11



MAGIC REALM

ROSALINDA FENCES LOOT

Spiders Again



THE CAST:

Dave Anderson: Buster the Berserker
 John Butitta: Rosalinda Irontoes the Amazon
 Don Chinnery: Wanderer the Pilgrim
 Pitt Crandlemire: Fern Crystallight the optional Woods Girl (inactive)
 Dan Farrow: Sir Quler the White Knight
 TJ Klausutis: Old Bat the Witch with DC her Familiar (deceased)
 Phil McCabe: Connor the Dwarf (deceased)
 Connor Jr the Dwarf
 Debbie Osborne: Xyla the optional Woods Girl (inactive)

EVENING 9

EV2: Rosalinda activates 7 League Boots.

MONSTER ROLL = 2

DAY 10

Lancers @ EV2: Follow Rosalinda.

Sir Quler @ Mt4: M BL5, Move BL3, RIFIGHT T6). Reveal Bones C and Slither 6.

Rosalinda Irontoes @ EV2: M DW5, Hide(5,1 = y), M DW3, M DW2, M BV4, T(Sell 2 short swords, 2 thrusting swords, 1 staff, 1 helmet, 2 shields, 7 League Boots, & treasure to Rogues for 43 G).

Connor Jr @ DW5: M DW4, S(Locate: 5, 4 = no). Reveal Stink M, Lost Castle 1, Howl 5, Hoard 6, Patter 5, Lair 3, Flutter 2.

Wanderer @ Mt4. S(Loot: 5,5 = n), S(Loot: 6,1 = n), S(Loot: 5,2 = n), S(Loot: 6,4 = n). Reveal Smoke M, Shrine 4.

Buster & R5-7 @ EV2: H(4,3 = y), H, M, M toward Mt4.

COMBAT: The Rogues (6,1 = Trouble; 3,3 = no deal) grumble about giving all that gold to Rosalinda. She could pick a fight.

Due next time, Combat and Spells for Day 10 and orders for Day 11.

BOARD NOTES: The Inn is at Bad Valley 4. The Chapel is at Evil Valley 5. The ghosts are at Dark Valley 5. The House is at Curse Valley 4. The Guard are at Awful Valley 5. The Lost Castle is at DW1. The Hoard, the T F Dragon, a T dragon and both H F dragons are at DW6. The Lair and Xyla & Fern w/ the Flowers of Rest (GOLD) are at DW3. The Shrine and the T F demon are at Mt4. The Patrol is at the Chapel.

DEAD PICE: 3 bats, 3 H spiders, 1 giant, T F demon, 4 Soldiers.

STELLAR CONQUEST

JTK: Due next are orders for combat for Turn 41 and for Movement for Turns 42-44. Remember, this is a variable ending game, so Turn 44 has a 50% of being the last turn.

Willie: Have replacement, but will he/she actually replace?

Tommy: Awaiting Turn 18 combat and revisions to orders for Turns 19-20.



AGAMEMNON

EPOCH I



The Cast:

Azure: David Anderson Black: Pitt Crandlemire Green: Dan Farrow
Orange: Lord Khaos Purple: Debbie Osborne Red: Paul Zieske

Options in Play: Preservation of Culture (colored monuments), Fortresses, US Navy (may place fleet in Atl or Pac, not both), Persistence of Culture (extra event cards)

EPOCH I: Board

PI: Cre(C,f), Mor, Pin, Lev
RI: Nil(C,RM), Nub, Ara, Sha, Sib, Lib
WI: LTY(C,f), MTI, Zag
Fleets: EMS(P)

Score (SP/VP): P(4/5), R(5/9), A(0/0), B(0/0), G(0/0), O(4/0)

Note: We have new players for Orange (Phil McCabe) & Black (Rudy Zodda).

INDUS VALLEY (O): Play Population Explosion and Commerce. Play IA,C,OM,Commerce @ Lin, 1A @ WDe, 1A @ EGh, 1A WGh, 1A @ Cey, 1A @ PSD. Score: C(1X2) + M(1X2) + S(0) + Mid E(P=2) + India(D=2) + Commerce(1) = 9

BABYLONIA (A): 1A,C @ MTI, 1A @ Zag (5,3:6; 4,1:4; 6,2:4 -1AI, 1WI), 1A EAn. Score: C(1X2) + M(0) + S(0) + Mid E(D=4) = 6.

SHANG DYNASTY (G): 1A,C,Religion @ Yel, 1A @ GPC, 1A @ Che, 1A @ SiK. Score: C(1X2) + M(0) + S(0) + China(D=2) + Religion(1) = 5

ARYANS (B): Play Allies. 1A @ Tur, 1A @ Hin, 1A @ Lin (4,1:4; 3,2:1 -1OI,-C,-Commerce,+c), 1A,BM @ Tar, 2A @ PSD (1,2:2; 1,2:3, 4,6:6; 1,6:6; 2,4:3 -1BI, -1OI), 1A @ Zag (2,5:1 -1AI). Score: C(0X2) + c(1) + M(1X2+1) + S(0) + MidE(P=2) + China(P=1) + India(P=1) = 8

Board:

AI: MTI(C), EAn
BI: Tur, Tar(BM), Hin, Lin(c,OM), PSD, Zag
GI: Yel(C,Religion), GPC, Che, SiK
OI: WDe, WGh, EGh, Cey
PI: Cre(C,f), Mor, Pin, Lev
RI: Nil(C,RM), Nub, Ara, Sha, Sib, Lib
WI: LTY(C,f)
Fleets: EMS(P)

Score (SP/VP): O(4/9), A(4/6), P(4/5), G(4/5), R(5/9), B(5/8)

Due next time: Your hold/pass druthers. Also your orders for Assyria, Chou, and Vedics in case you get any of them. Deadline to Kevin, 2 Dec 98.

THE CAST

David Anderson (A)

Don Chinnery (C)

Dan Farrow (F)

Kevin Wilson (W)

ERRATA: A's new road wasn't included on the map. F's new settlement was misdrawn. C has 5 brick, 1 grain and 0 lumber.

TURNS 8.4-9.4:

W: 7. W moves Robber to c2, steals brick from C. No trade. Build a road at e1/e2 and if F settlement at f2/f3/g2 is illegal, a road at f2/f3 if I have enough cards.

A: 6. C collects 2 brick, W collects 1 brick, and F collects 1 sheep. Trades 4 grain for 1 lumber. No action.

C: 7. C moves Robber to f3, steals grain from F. Trade 4 brick for 1 ore. No action.

F: 5. W collects ore & wood. Trade 1 sheep to W for 1 brick. Build road d5/d6 (-1 lumber & brick).

W: 11. W collects ore. C collects two lumber. No trade. Buy card (-1 grain, ore & sheep).

STANDING TRADE OFFERS:

Wilson will trade 1 brick or grain for 1 ore or sheep.

Player	brick	grain	lumber	ore	sheep	VP	Knights	Cards
Anderson	0	0	3	1	0	2	0	0
Chinnery	2	2	2	1	0	5	0	0
Farrow	0	0	1	0	1	3	0	1
Wilson	1	2	0	0	2	3	2	0

Road

Due next are your orders for Turns 10.1-11.1. Include your trade druthers and what you'll do if a trade is made.

TURNS 10.1-11.1 Rolls:

Anderson: 8

Chinnery: 5

Farrow: 10

Wilson: 8

Anderson: 5

LEGEND:

? generic 3:1 port

dice number

H/b hill hex / brick special port

D desert hex

F/l forest hex / lumber special port

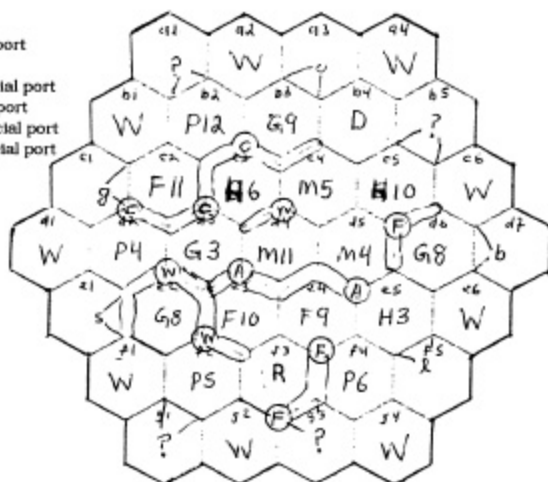
G/g grain hex/grain special port

M/o mountain hex / ore special port

P/s pasture hex/ sheep special port

R robber

W water tile



THE GAME

#1: David Anderson (A) #2: Dan Farrow (F) #3: Don Chinnery (C) #4: Paul Zieske (Z)

TURNS 2.2-3.2:

F: 7. F moves the Robber to c4 and steals ore from Zieske. No trade. Promote c5/d5/d6 to city (-3 ore, 2 grain), +1 VP).

C: 3. C collects 1 lumber. A collects 1 brick. No trade. No action.

Z: 8. A collects 1 lumber. Z collects 1 ore. No trade.

A: 8. A collects 1 lumber. Z collects 1 ore. No trade. Build roads (-2 lumber, 2 brick) @ d2/c1 & d1/d2.

F: 8. A collects 1 lumber. Z collects 1 ore. No trade. No action.

STANDING TRADE OFFERS:

sheepF will trade 1 sheep for 1 ore. A will trade grain for brick.

Player	brick	grain	lumber	ore	sheep	VP	Knights	Cards
Anderson	0	1	3	0	0	2	0	0
Farrow	0	0	0	0	1	3	0	0
Chinnery	0	0	3	0	2	2	0	0
Zieske	0	0	1	3	2	2	0	1

Press: The near-sighted robber hits a 6 not an 8! (You can all thank me latter.)

Due next time are orders for Turns 3.3-4.3.

Rolls for Turns 3.3-4.3:

Chinnery: 5 Zieske: 5 Anderson: 10 Farrow: 12 Chinnery: 3

LEGEND:

? generic 3:1 port

H/b hill hex / brick special port

F/l forest hex / lumber special port

M/o mountain hex / ore special port

P/s pasture hex / sheep special port

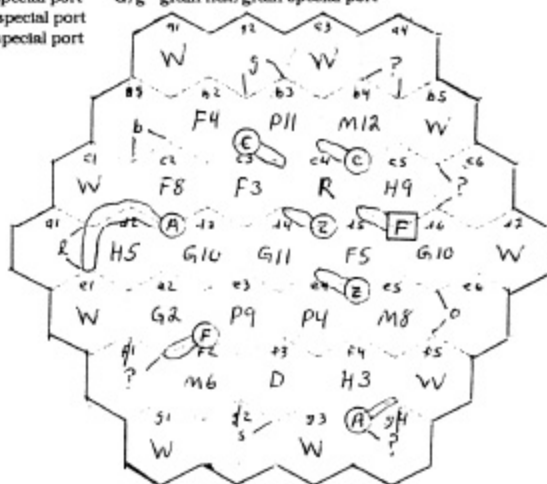
R robber

W water tile

dice number

D desert hex

G/g grain hex / grain special port



ON DECK

1830: Copeland, Watson, ???

ADV CIV: McCabe, Crandlemire(?), Osborne(?), Khaos(?), Anderson; need 3 more

AGE OF RENAISSANCE: Copeland, Watson, Frueh

AIR BARON: Copeland, Crandlemire(?), Osborne, Buttita, Ringhoffer, Wordelmann

BRITANNIA: Khaos(?), Hanna, Boyum, Copeland, Zodda

CIRCUS MAXIMUS: Copeland

Tourney Rules: Anderson, Crandlemire(?), R Fisher, need 5 more

CONQUISTADOR: Copeland, Crandlemire(?), York

DIPLOMACY:

Regular: Gerani(?), Gorham

Colonial: McCabe, Anderson, Boyum, Sandoval, B Wilson, Zodda need 1 more

DOWN WITH THE KING: Copeland

DUNE: K Wilson, Anderson, Crandlemire(?), R Fisher, Saunders(?); need 2-5 more

GLADIATOR Bloodbath: Crandlemire(?); need 5 more

GUNSLINGER: Anderson, Crandlemire(?), Farrow, Scott; need 3 more

HISTORY OF THE WORLD: Zodda

JUNTA: Copeland

KINGMAKER: Scott

KREMLIN: R Fisher, K Wilson, Buttita, Crandlemire(?), Anderson, Holliday, Scott, Zodda

MAHARAJA: Crandlemire(?), K Wilson, Khaos(?), Hanna, Anderson

MERCHANT OF VENUS: Buttita, Chinnery, K Wilson, Wordelmann, Watson; need 1 more

MONSTERS RAVAGE AMERICA: Buttita, TJ & L Klausutis(?)

REPUBLIC OF ROME: Centurius Populus

RUSSIAN CIVIL WAR: Crandlemire(?), K Wilson(?), A Bargender, Copeland, Scott

SILVERTON: Zieske, Chinnery, Farrow, Holliday, Wordelmann; need 1 more

TITAN: Crandlemire(?), Khaos(?), Anderson, A & J Bargender; need 1 or 2 more

OTHER POSSIBILITIES: 1829 (N OR S), 1856, 1870, AD 4000 (*), CIRCUS IMPERIUM, KAMAKURA, MACHIAVELLI, PLANET MINERS, SOURCE OF THE NILE (*)

* Offered by guest GM, when space is available.

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DEADLINE FOR MOST GAMES IS 1200 CENTRAL TIME 5 DEC 98

The Bottom Line

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BORIS THE SPIDER

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